IN THE CLAIMS:

The following listing of claims will replace all prior versions, and listings, of claims in the application.

1. (Currently Amended) A computer-implemented method for adding program elements to programs ~~in a graphical user interface displayed on a computer system, wherein the computer system includes a display~~, the method comprising:

displaying ~~one or more windows of~~ a program currently being edited in a first graphical user interface displayed on a computer system, wherein the computer system comprises a display ~~on the display~~;

displaying a search window on the display;

receiving user input [[in]] to the search window specifying [[a]] one or more search criteria;

identifying and displaying information ~~regarding~~ indicating a plurality of possible program elements in the search window in accordance with the one or more search criteria ~~user input~~;

receiving user input selecting a program element from the plurality of possible program elements; and

~~incorporating~~ including the selected program element in ~~a first window of the one or more windows of~~ the program.

2. (Currently Amended) The method of claim 1, wherein the plurality of possible program elements are selectable by the user from the search window to add functionality to ~~the one or more windows of~~ the program ~~currently being edited~~.

3. (Currently Amended) The method of claim 1,

wherein the program includes a graphical user interface, wherein the graphical user interface of the program is different from the first graphical user interface, wherein during execution of the program, one or more elements of the graphical user interface of the program are operable to receive and/or output information;

wherein the plurality of possible program elements includes graphical user interface elements which are each selectable by the user to add a particular graphical user interface function associated with [[the]] a particular graphical user interface element of the one or more elements of the graphical user interface of the program ~~to the program currently being edited~~.

4. (Currently Amended) The method of claim 1, wherein the plurality of possible program elements includes function elements each selectable by the user to add a particular computer-executable function ~~associated with the particular function element~~ to the program ~~currently being edited~~.

5. (Currently Amended) The method of claim 1, wherein said ~~incorporating~~ including the selected program element in the ~~first window~~ program comprises receiving user input to drag-and-drop the selected program element [[into]] to the program ~~first window~~.

6. (Currently Amended) The method of claim 1, wherein the user input in the search window specifying [[a]] the one or more search criteria includes a search string, and wherein said identifying and displaying information ~~regarding~~ indicating the plurality of possible program elements in the search window in accordance with the one or more search criteria ~~user input~~ comprises:

searching for the search string in a plurality of text items comprising text items related to the plurality of possible program elements; and

displaying one or more text items located by said searching for the search string, wherein each of the one or more located text items includes the search string, and wherein each of the one or more located text items references one of the plurality of possible program elements.

7. (Original) The method of claim 6, wherein the user input selecting the program element from the plurality of possible program elements specifies one of the one

or more located text items, wherein the specified located text item references the selected program element.

8. (Currently Amended) The method of claim 1, wherein the first graphical user interface comprises a hierarchy of palette windows, wherein one or more of the palette windows in the hierarchy ~~each~~ comprise at least ~~one or more~~ palette ~~items~~ item that ~~each represent~~ represents one of the plurality of possible program elements.

9. (Currently Amended) The method of claim [[1]] 8, wherein the search window includes one or more navigation items for navigating among the hierarchy of palette windows, wherein the navigation items include one or more of a forward navigation item, a backward navigation item, and an up navigation item.

10. (Currently Amended) The method of claim 1, wherein said displaying the search window is performed in response to user input to the first graphical user interface.

11. (Currently Amended) A computer-implemented method for adding program elements to a program ~~programs using a graphical user interface displayed on a computer system, wherein the graphical user interface includes including a hierarch of palette windows, and wherein the computer system includes a display~~, the method comprising:

displaying on a display of a computer system an edit window, wherein the edit window comprises the program;

displaying on the display of the computer system a first palette window from [[the]] a hierarchy of palette windows, wherein one or more of the palette windows in the hierarchy comprise palette items that are selectable by a user to add functionality to ~~one or more windows of a~~ the program ~~currently being edited in the graphical user interface~~, and wherein ~~one or more of the palette windows in the hierarchy of palette windows~~ the first palette window comprises a search item;

receiving user input selecting [[a]] the search item of the first palette window;

displaying a search window on the display of the computer system in response to said user input selecting the search item;

receiving user input in the search window specifying [[a]] one or more search criteria;

identifying and displaying information ~~regarding~~ indicating a plurality of possible palette items in the search window in accordance with the one or more search criteria ~~user input~~;

receiving user input selecting a palette item from the plurality of possible palette items; and

~~incorporating~~ including the selected palette item in ~~a first window of the one or more windows of~~ the program.

12. (Currently Amended) The method of claim 11, wherein the palette items include icons that are selectable by the user to incorporate graphical user interface elements in a graphical user interface of the program ~~currently being edited~~.

13. (Currently Amended) The method of claim 11, wherein the program currently being edited is a graphical program which comprises a plurality of interconnected nodes that visually indicate functionality of the graphical program, and wherein the palette items include icons that are selectable by the user to include function nodes in the graphical program.

14. (Currently Amended) The method of claim 11, wherein said ~~incorporating~~ including the selected palette item in the ~~first~~ edit window comprises receiving user input to drag-and-drop the selected palette item [[into]] to the ~~first~~ edit window.

15. (Currently Amended) The method of claim 11, wherein the user input in the search window specifying the one or more search criteria includes a search string, and wherein said identifying and displaying information ~~regarding~~ indicating the plurality of possible palette items in the search window comprises:

searching for the search string in a plurality of text items comprising text items related to the plurality of possible palette items; and

displaying one or more text items located by said searching in the search window, wherein each of the one or more located text items includes the search string, and wherein each of the one or more located text items references one of the plurality of possible palette items.

16. (Original) The method of claim 15, wherein the user input selecting the palette item from the plurality of possible palette items specifies one of the one or more located text items in the search window, wherein the specified located text item references the selected palette item.

17. (Original) The method of claim 11, wherein the plurality of possible palette items includes palette items from the one or more of the palette windows in the hierarchy comprising palette items.

18. (Original) The method of claim 11, wherein the plurality of possible palette items includes palette items from a plurality of hierarchies of palette windows.

19. (Original) The method of claim 11, wherein the search window includes one or more navigation items for navigating among the hierarchy of palette windows, wherein the navigation items include one or more of a forward navigation item, a backward navigation item, and an up navigation item.

20. (Currently Amended) A computer-implemented method for searching a hierarchy of palette windows ~~in a graphical user interface displayed on a computer system, wherein the computer system includes a display~~, the method comprising:

displaying a graphical user interface on a display of a computer system;

displaying ~~on the display~~ in the graphical user interface a first palette window from [[the]] a hierarchy of palette windows, wherein one or more of the palette windows

in the hierarchy comprise palette items that are selectable by a user to include functionality in a program currently being edited in the graphical user interface;

receiving user input selecting a search item of the first palette window;

displaying in the graphical user interface a search window in response to said user input selecting the search item;

receiving user input in the search window specifying [[a]] one or more search criteria;

identifying and displaying information ~~regarding~~ indicating a plurality of possible palette windows in the search window in accordance with the one or more search criteria;

receiving user input selecting a second palette window from the plurality of possible palette windows; and

displaying in the graphical user interface the second palette window in response to said user input selecting the second palette window.

21. (Currently Amended) The method of claim 20, wherein said user input in the search window specifying the one or more search criteria includes a search string, and wherein said identifying and displaying information regarding the plurality of possible palette windows in the search window in accordance with the one or more search criteria ~~user input~~ comprises:

searching for the search string in a plurality of text items related to the palette windows in the hierarchy; and

displaying one or more located text items in the search window, wherein each of the one or more located text items includes the search string, and wherein each of the one or more located text items references one of the plurality of possible palette windows.

22. (Original) The method of claim 21, wherein the user input selecting the new palette window from the plurality of possible palette windows specifies one of the one or more located text items in the search window, wherein the specified located text item references the new palette window.

23. (Original) The method of claim 20, wherein the plurality of possible palette windows includes palette windows from a plurality of hierarchies of palette windows.

24. (Currently Amended) The method of claim 20, wherein the search window includes one or more navigation items for navigating among the hierarchy of palette windows, and wherein the method further comprises:

prior to said displaying in the graphical user interface the search window in response to said user input selecting the search item:

receiving user input selecting a navigation item displayed on the search window; and

displaying in the graphical user interface a previously displayed palette window in the hierarchy of palette windows in response to said user input selecting the navigation item.

25. (Original) The method of claim 24, wherein the navigation item is one of a forward navigation item, a back navigation item, and an up navigation item.

26. (Original) The method of claim 24, wherein the navigation item is a back navigation item operable when selected to display a most recently previously displayed palette window in a backward direction.

27. (Original) The method of claim 24, wherein the navigation item is a forward navigation item operable when selected to display a most recently previously displayed palette window in a forward direction.

28. (Original) The method of claim 24, wherein the navigation item is an up navigation item operable when selected to display a parent palette window of the first palette window, regardless of the most recently previously displayed palette window.

29. (Original) The method of claim 20, wherein the palette items include icons that are selectable by the user to incorporate graphical user interface elements and function nodes in a graphical user interface of the program.

30. (Currently Amended) The method of claim 20, wherein the program is a graphical program which comprises a plurality of interconnected nodes that visually indicate functionality of the graphical program, and wherein the palette items include icons that are selectable by the user to add functionality to the graphical program.

31. (Original) The method of claim 20, wherein the information regarding the plurality of possible palette windows displayed in the search window includes information regarding one or more possible program elements, wherein the information regarding the one or more possible program elements is selectable by the user from the search window to add functionality to the program.

32. (Currently Amended) A system comprising:

a processor;

a memory ~~configured to store~~ which stores program instructions, wherein the memory is coupled to the processor;

an input device configured to receive user input, wherein the input device is coupled to the processor; and

a display device, wherein the display device is coupled to the processor; [[and]]

~~a processor configured to read the program instructions from the memory and to execute the program instructions, wherein, in response to execution of the program instructions, the processor is operable to:~~

wherein the program instructions are executable by the processor to:

display on the display ~~one or more windows of~~ a program currently being edited ~~in a graphical user interface~~;

display a search window on the display;

receive user input [[in]] to the search window specifying a one or more search criteria;

identify and display information ~~regarding~~ indicating a plurality of possible program elements in the search window in accordance with the one or more search criteria ~~user input~~;

receive user input selecting a program element from the plurality of possible program elements; and

~~incorporate~~ include the selected program element in ~~a first window of the one or more windows of~~ the program.

33. (Currently Amended) The system of claim 32,

wherein the program comprises a graphical user interface;

wherein the plurality of possible program elements are selectable by the user from the search window to add functionality to the ~~one or more windows~~ graphical user interface of the program ~~currently being edited~~.

34. (Currently Amended) The system of claim 32,

wherein the program includes a graphical user interface, wherein during execution of the program, one or more elements of the graphical user interface of the program are operable to receive and/or output information;

wherein the plurality of possible program elements includes graphical user interface elements which are each selectable by the user to add a particular graphical user interface function associated with [[the]] a particular graphical user interface element to the program ~~currently being edited~~.

35. (Currently Amended) The system of claim 32, wherein the plurality of possible program elements includes function elements each selectable by the user to add a particular computer-executable function associated with the particular function element to the program ~~currently being edited~~.

36. (Currently Amended) The system of claim 32, wherein, in said ~~incorporating~~ including the selected program element in the first window, the ~~processor is further operable~~ program instructions are further executable by the processor to:

receive user input to drag-and-drop the selected program element from the search window to the program ~~into the first window~~.

37. (Currently Amended) The system of claim 32, wherein the user input in the search window specifying [[a]] the one or more search criteria includes a search string, and wherein, in said identifying and displaying information regarding the plurality of possible program elements in the search window, the ~~processor is further operable~~ program instructions are further executable by the processor to:

search for the search string in a plurality of text items comprising text items related to the program elements; and

display one or more text items located by said searching for the search string, wherein each of the one or more located text items includes the search string, and wherein each of the one or more located text items references one of the plurality of possible program elements;

wherein the user input selecting the program element from the plurality of possible program elements specifies one of the one or more located text items, wherein the specified located text item references the selected program element.

38. (Currently Amended) The system of claim 32, wherein the program instructions are further executable by the processor to:

display one or more palette windows of a hierarchy of palette windows;

~~wherein the graphical user interface comprises a hierarchy of palette windows,~~

wherein the one or more of the palette windows in the hierarchy each comprise one or more palette items that [[each]] represent one of the plurality of possible program elements.

39. (Currently Amended) The system of claim [[32]] 38, wherein the search window includes one or more navigation items for navigating among the hierarchy of

palette windows, wherein the navigation items include one or more of a forward navigation item, a backward navigation item, and an up navigation item.

40. (Currently Amended) A system comprising:

a processor;

a memory ~~configured to store~~ which stores program instructions, wherein the memory is coupled to the processor;

an input device configured to receive user input, wherein the input device is coupled to the processor; and

a display device, wherein the display device is coupled to the processor; [[and]]

~~a processor configured to read the program instructions from the memory and to execute the program instructions, wherein, in response to execution of the program instructions, the processor is operable to:~~

wherein the program instructions are executable by the processor to:

display on the display a first palette window from a hierarchy of palette windows ~~of a graphical user interface~~, wherein one or more of the palette windows in the hierarchy comprise palette items that are selectable by a user to add functionality to ~~one or more windows of~~ a program ~~currently being edited in the graphical user interface~~, and wherein ~~one or more of the palette windows in the hierarchy of palette windows comprises~~ the first palette window comprises a search item;

receive user input selecting [[a]] the search item of the first palette window;

display a search window in response to said user input selecting the search item;

receive user input [[in]] to the search window specifying [[a]] one or more search criteria;

identify and display information ~~regarding~~ indicating a plurality of possible palette items in the search window in accordance with the one or more search criteria ~~user input~~;

receive user input selecting a palette item from the plurality of possible palette items; and

~~incorporate~~ include the selected palette item in ~~a first window of the one or more windows of~~ the program.

41. (Currently Amended) The system of claim 40, wherein the program currently being edited is a graphical program which comprises a plurality of interconnected nodes that visually indicate functionality of the graphical program, wherein the palette items include icons that are selectable by the user to incorporate graphical user interface elements in a graphical user interface of the program ~~currently being edited~~, and wherein the palette items further include icons that are selectable by the user to include ~~function~~ nodes in the graphical program.

42. (Currently Amended) The system of claim 40, wherein, in said ~~incorporating~~ including the selected palette item in the ~~first window~~ program, the ~~processor is further operable~~ program instructions are further executable by the processor to:

receive user input to drag-and-drop the selected palette item from the search window [[into]] to the program ~~first window~~.

43. (Currently Amended) The system of claim 40, wherein the user input [[in]] to the search window specifying the one or more search criteria includes a search string, and wherein, in said identifying and displaying information regarding the plurality of possible palette items in the search window, the ~~processor is further operable~~ program instructions are further executable by the processor to:

search for the search string in a plurality of text items comprising text items related to the palette items; and

display one or more text items located by said searching in the search window, wherein each of the one or more located text items includes the search string, and wherein each of the one or more located text items references one of the plurality of possible palette items;

wherein the user input selecting the palette item from the plurality of possible palette items specifies one of the one or more located text items in the search window, wherein the specified located text item references the selected palette item.

44. (Currently Amended) A system comprising:

a processor;

a memory ~~configured to store~~ which stores program instructions, wherein the memory is coupled to the processor;

an input device configured to receive user input, wherein the input device is coupled to the processor; and

a display device, wherein the display device is coupled to the processor; [[and]]

~~a processor configured to read the program instructions from the memory and to execute the program instructions, wherein, in response to execution of the program instructions, the processor is operable to:~~

wherein the program instructions are executable by the processor to:

display on the display a first palette window from a hierarchy of palette windows ~~in a graphical user interface~~, wherein one or more of the palette windows in the hierarchy comprise palette items that are selectable by a user to include functionality in a program;

receive user input selecting a search item of the first palette window;

display a search window on the display in response to said user input selecting the search item;

receive user input [[in]] to the search window specifying a one or more search criteria;

identify and displaying information ~~regarding~~ indicating a plurality of possible palette windows in the search window in accordance with the one or more search criteria;

receive user input selecting a second palette window from the plurality of possible palette windows; and

display the second palette window on the display in response to said user input selecting the second palette window.

45. (Currently Amended) The system of claim 44, wherein said user input [[in]] to the search window specifying the one or more search criteria includes a search string, and wherein, in said identifying and displaying information regarding the plurality of possible palette windows in the search window in accordance with the one or more search criteria ~~user input~~, the ~~processor is further operable~~ program instructions are further executable by the processor to:

search for the search string in a plurality of text items related to the palette windows in the hierarchy; and

display one or more located text items in the search window, wherein each of the one or more located text items includes the search string, and wherein each of the one or more located text items references one of the plurality of possible palette windows;

wherein the user input selecting the [[new]] second palette window from the plurality of possible palette windows specifies one of the one or more located text items in the search window, wherein the specified located text item references the [[new]] second palette window.

46. (Currently Amended) The system of claim 44, wherein the search window includes one or more navigation items for navigating among the hierarchy of palette windows, and wherein, prior to said displaying the search window in response to said user input selecting the search item, the ~~processor is further operable~~ program instructions are further executable by the processor to:

receive user input selecting a navigation item displayed on the search window; and

display a previously displayed palette window in the hierarchy of palette windows in response to said user input selecting the navigation item;

wherein the navigation item is one of a forward navigation item, a back navigation item, and an up navigation item.

47. (Currently Amended) The system of claim 44, wherein the program is a graphical program which comprises a plurality of interconnected nodes that visually indicate functionality of the graphical program, and wherein the palette items include icons that are selectable by the user to add functionality to the graphical program.

48. (Currently Amended) The system of claim 44, wherein the information ~~regarding~~ indicating the plurality of possible palette windows displayed in the search window includes information regarding one or more possible program elements, wherein the information regarding the one or more possible program elements is selectable by the user from the search window to add functionality to the program.

49. (Currently Amended) A carrier medium comprising program instructions, wherein the program instructions are computer-executable to implement:

displaying ~~one or more windows of~~ a program ~~currently being edited in graphical user interface displayed~~ on a display of a computer system;

displaying a search window on the display of the computer system;

receiving user input [[in]] to the search window specifying [[a]] one or more search criteria;

identifying and displaying information ~~regarding~~ indicating a plurality of possible program elements in the search window in accordance with the one or more search criteria ~~user input~~;

receiving user input selecting a program element from the plurality of possible program elements; and

~~incorporating~~ including the selected program element in ~~a first window of the one or more windows of~~ the program;

wherein the plurality of possible program elements are selectable by the user from the search window to add functionality to ~~the one or more windows of~~ the program ~~currently being edited~~.

50. (Currently Amended) The carrier medium of claim 49, wherein said ~~incorporating~~ including the selected program element in the first window comprises receiving user input to drag-and-drop the selected program element from the search window [[into]] to the program ~~first window~~.

51. (Currently Amended) The method of claim 49, wherein the ~~graphical user interface comprises~~ program instructions are further computer-executable to implement:

displaying a first palette window of a hierarchy of palette windows, wherein one or more of the palette windows in the hierarchy each comprise one or more palette items that [[each]] represent one of the plurality of possible program elements.

52. (Currently Amended) A carrier medium comprising program instructions, wherein the program instructions are computer-executable to implement:

displaying a first palette window from a hierarchy of palette windows in a graphical user interface, wherein one or more of the palette windows in the hierarchy comprise palette items that are selectable by a user to add functionality to ~~one or more windows of~~ a program currently being edited in the graphical user interface, and wherein ~~one or more of the palette windows in the hierarchy of palette windows~~ the first palette window comprises a search item;

receiving user input selecting [[a]] the search item of the first palette window;

displaying a search window in response to said user input selecting the search item;

receiving user input in the search window specifying [[a]] one or more search criteria;

identifying and displaying information ~~regarding~~ indicating a plurality of possible palette items in the search window in accordance with the one or more search criteria ~~user input~~;

receiving user input selecting a palette item from the plurality of possible palette items; and

~~incorporating~~ including the selected palette item in ~~a first window of the one or more windows of~~ the program.

53. (Currently Amended) The carrier medium of claim 52, wherein said ~~incorporating~~ including the selected palette item in the ~~first window~~ program comprises receiving user input to drag-and-drop the selected palette item from the search window [[into]] to the program ~~first window~~.

54. (Currently Amended) A carrier medium comprising program instructions, wherein the program instructions are computer-executable to implement:

displaying a first palette window from a hierarchy of palette windows in a graphical user interface, wherein one or more of the palette windows in the hierarchy comprise palette items that are selectable by a user to include functionality in a program currently being edited in the graphical user interface;

receiving user input selecting a search item of the first palette window;

displaying a search window in response to said user input selecting the search item;

receiving user input in the search window specifying [[a]] one or more search criteria;

identifying and displaying information ~~regarding~~ indicating a plurality of possible palette windows in the search window in accordance with the one or more search criteria;

receiving user input selecting a second palette window from the plurality of possible palette windows; and

displaying the second palette window in response to said user input selecting the second palette window;

wherein the information ~~regarding~~ indicating the plurality of possible palette windows displayed in the search window includes information regarding one or more possible program elements, wherein the information regarding the one or more possible program elements is selectable by the user from the search window to add functionality to the program.

55. (New) A computer-implemented method for adding program elements to a program, the method comprising:

displaying the program on a display of a computer system;

displaying a search field on the display, wherein the search field is operable to receive user input;

receiving user input to the search field specifying one or more search criteria;

determining one or more program elements in correspondence with the one or more search criteria;

displaying information indicating the one or more program elements in correspondence with the one or more search criteria;

receiving user input selecting a program element of the one or more program elements; and

including the selected program element in the program.

56. (New) The method of claim 55,

wherein the program is displayed in a first area of the display and the one or more program elements are displayed in a second area of the display;

wherein said including the selected program element in the program comprises receiving user input to drag-and-drop the selected program element from the second area to the first area.

57. (New) The method of claim 55, wherein the program is displayed within a graphical user interface displayed on the display.

58. (New) The method of claim 57,

wherein the program is displayed in a first window of the graphical user interface and the one or more program elements are displayed in a second window of the graphical user interface;

wherein said including the selected program element in the program comprises receiving user input to drag-and-drop the selected program element from the second window to the first window.

59. (New) The method of claim 55, wherein at least one of the one or more program elements includes a graphical user interface program element.

60. (New) The method of claim 55, wherein the program is a graphical program which comprises a plurality of interconnected nodes that visually indicate functionality of the graphical program.

61. (New) The method of claim 60, wherein at least one of the one or more program elements includes a node which is operable to be interconnected with the plurality of interconnected nodes.